

Docket No. AUS920000757US1

**ABSTRACT OF THE DISCLOSURE**

**5        METHOD AND APPARATUS FOR MANAGING TEXTURE MEMORY IN A  
DATA PROCESSING SYSTEM**

A method, apparatus, and computer implemented  
10 instructions for managing a set of memory resources used  
to store texture objects in a data processing system. A  
texture manager allocates memory to a current texture  
object in a set of memory resources. A stored texture  
object, handled by the texture manager, is selectively  
15 removed in response to an inability to allocate  
sufficient memory to the current texture object. The  
allocating and selectively removing steps are repeated  
until the current texture object is allocated sufficient  
memory. The repeating step is halted in response to an  
20 absence of any stored texture objects, handled by a  
texture manager, being present in the first memory  
resource. Stored texture objects, handled by another  
texture manager, are selectively removed in response to  
an inability to allocate sufficient memory to the current  
25 texture object. Memory is allocated in the set of memory  
resources to the current texture object in response to  
selectively removing stored texture objects.